Ah Gen Con, that magical time of year where you, and tens of thousands of your closest friends get together...close together... to do what you love best. OK, the other thing. Yes, gaming! This year is a big deal too, the 50th anniversary of the little old con that started long ago in Lake Geneva, Wisconsin. You’ve scrimped and saved, read the social media sites to know where to eat, researched what game events to sign up for, and finally the day has arrived!

You roll into Indianapolis, with some ominous warnings about a super-flue. You triple check your pack for cleaning wipes - can’t be too careful with all these people around. And head into the vendor’s hall. This is not the time to get sick, with the show spreading from the Convention Center itself, to the surrounding hotels like the JW Marriott and even Lucas Oil Stadium.

At the Greenbrier Games booth 1649, you stop to look at all the hefty boxes full of fun. While reading the back of the Folklore:The Affliction game box, the exhibit hall erupts in screams. At first you think someone is taking their party game way too seriously. But then you look up to see someone get their face chewed off. Doing zombie games since before it was cool, the GBG team springs into action. Their vaults of holding move out from behind the pipe and drapes, enforced by folding tables and boxes of their massive games. Like the bat signal, their hanging banner shines for anyone who knows what’s up.

**Objective**

**Win:** Complete both phases before the end of the Con!

**Loss:** The game is over if:
- All survivors die in the same Night
- The day counter reaches Day 6 during Phase 1.
- The Night phase begins with the Doom Track at 30

**Special Setup:**

Use the back of this sheet as the Gen Con exhibit hall home base.
- Place the North, South, East, and West spawn location tokens adjacent to the corresponding points on the map, shown below.
- Spawn two fresh zombies and two weak zombies per player.
- Set the Doom Track to $4 + \text{The number of players}$.

**Deal each player:**

- Two random survivors, starting with the Gen Con promo survivors.
- One random food card, and one random resource card
- Players do not start with any armory cards. Instead, start the campaign with an objective token on each of the search locations. The first time a location is searched, remove the objective token and draw two random armory cards, starting with the Gen Con promos.

**Additional Rules**

For this chapter, the Night phase only lasts 4 rounds (instead of the normal 5).

**Phase 1**

Clear out the hall, and then investigate each region of Indianapolis. I mean, it has so much to offer, and this year being the 50th anniversary, why wouldn’t you want to explore the greater downtown area?

**Objective:** Successfully scavenge once in each of the four Indianapolis promo locations. Remember that you only have 5 Day phases, so you can only fail one scavenging challenge and still succeed. You’ll need to defend the booth for a Night in between each scavenging mission. After successfully scavenging once in each region, proceed to phase 2.

**Phase 2**

The professionals are here. Greenbrier Game’s alpha team of undead exterminators have come to save your sorry behinds. The 26’ murder-truck has pulled up to the loading dock - all you have to do is get past the angry fans that won’t leave you alone, even after death.
1. NORTH. INDIANAPOLIS METRO
Your party has chosen to go North to the Indianapolis Metro District.

<table>
<thead>
<tr>
<th>D6</th>
<th>LOCATION FOUND</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>State House</td>
</tr>
<tr>
<td>2</td>
<td>State Library</td>
</tr>
<tr>
<td>3</td>
<td>Marriott</td>
</tr>
<tr>
<td>4</td>
<td>State House</td>
</tr>
</tbody>
</table>

1-2. State House
You know the place. It's got a green dome, a statue out front, and used to have a bunch of people who didn't like anything about the gamer lifestyle, but were happy to take their money, and used it to make laws that made people's lives more difficult. Then zombies made living more difficult. Win-win actually. In the office areas on the top floors you find a barricade of file cabinets and book stacks. A bandaged head peers from behind the mound of paperwork.

**Option 1:** You offer to look at those injuries... they appear to be oozing, and could use some attention. A single survivor must pass a FIRSTAID challenge of (11)

**Option 2:** You start chatting about your day in the hopes that it will ease the tension of this chance meeting. A single survivor must pass a TALK challenge of (15)

- Success: +5, +3, +1, +1, DOOM TRACKER +2
- Failure: +2, +3, DOOM TRACKER +3

3-4. State Library
The windows of the newest wing, angling out from the base of the building are smashed in, but the art deco details of the interior remain an architectural delight...if you're into that kind of thing. A state library probably doesn't have much more than piles and piles of now-defunct laws. You're hoping they required enough security to warrant some firepower still left behind. You hear scuttling in the stacks as you make your way to the back of the building. How do you want to play it?

**Option 1:** It's a shooters gallery in there- light 'em up. A single survivor must pass a FIREARM challenge of (11)

**Option 2:** You've been through hedge mazes before... it's just like that. A single survivor must pass a SNEAK challenge of (11)

- Success: +4, +2, +2, +1, DOOM TRACKER +2
- Failure: +3, +2, DOOM TRACKER +4

5-6. JW Marriott
There are plenty of hotels in this area, and it may be a suicide mission to go in the tallest one in the area, but no risk, no reward and chance favors the bold and... just go in already! The coffee shop on the first floor has been gutted, but around the corner in White River Ballroom E, the convention dungeon remains. It's a shame that the buffer weapons aren't real ones... but there is chain mail! Also, zombies.

**Option 1:** Grab some Forged Foam and start boppin'. All survivors must pass a MELEE challenge of (6)

**Option 2:** Use the PVC pipe and drape set dressing to tangle them up, then grab the loot. A single survivor must pass a MECHANICS challenge of (13)

- Success: +2, +4, +1, +1, DOOM TRACKER +2
- Failure: +4, DOOM TRACKER +3

2. EAST. INDIANAPOLIS CONVENTION
Your party has chosen to go East to the Indianapolis Convention District.

<table>
<thead>
<tr>
<th>D6</th>
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</tr>
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<tbody>
<tr>
<td>1</td>
<td>Food Trucks</td>
</tr>
<tr>
<td>2</td>
<td>Union Station</td>
</tr>
<tr>
<td>3</td>
<td>Steak &amp; Shake</td>
</tr>
<tr>
<td>4</td>
<td>Food Trucks</td>
</tr>
</tbody>
</table>

1-2. Food Trucks
There they are, lined up like ants on a log! All the bright paint, advertising pancakes and pork products in cartoon fashion, now chipped and blood-splattered. There's even one turned on its side, the crumpled awning at the order window reaching upward like a call for help that never came. The crush of zombies milling around them makes you hopeful that some canned peaches never got raided. How now to get them...

**Option 1:** Set up some metal... heavy metal that is, from a speaker a block away to draw the deaders from your feast. A single survivor must pass a MECHANICS challenge of (13)

**Option 2:** Thin the herd sniper style, then go in for the goodies. A single survivor must pass a FIREARM challenge of (16)

- Success: +4, +2, +1, DOOM TRACKER +2
- Failure: +2, +2, DOOM TRACKER +3

3-4. Union Station
This old building just looks cool. The massive art deco windows and metal framework looked worn, but stood the test of time well before this mess, and that much hasn't changed. You're not sure if you will find anything here... it seems pretty quiet... until you look up. The balcony above the great room is teeming with zeds in steampunk gear, who decide to take the direct path down.

**Option 1:** Fight your way free! All survivor must pass a MELEE challenge of (7)

**Option 2:** Start running, take a dive bomber to the shoulder, pop it back in place later. A single survivor must pass a FIRSTAID challenge of (12)

- Success: +4, +1, DOOM TRACKER +2
- Failure: +3, DOOM TRACKER +3

5-6. Steak & Shake
Why are you here? The milkshakes are no longer good— no they’re not! Are you nostalgic for faux 50s decorations and lime rickeys? Yeah, you are. OK real talk - how are you going to get to the back pantry where you know baked beans and maraschino cherries wait for you?

**Option 1:** Play the bard and regale the zombies with a tale of your adventures. They follow you— the maniac pied piper— out of the shop, while your comrades go shopping. A single survivor must pass a TALK challenge of (17)

**Option 2:** There's space to crawl under those vinyl-covered chrome stools at the counter- get to it. A single survivor must pass a SNEAK challenge of (14)

- Success: +3, +5, DOOM TRACKER +1
- Failure: +1, DOOM TRACKER +2
### 3. SOUTH. INDIANAPOLIS INDUSTRIAL

Your party has chosen to go South to the Indianapolis Industrial District.

#### D6 LOCATION FOUND
- Lucas Oil Stadium
- Marshalling Yard
- Post Office

#### 1-2. Lucas Oil Stadium

There are times when you just have to take it from the fifty-yard line down into the end zone... yeah that was sportsball talk. Don’t laugh, some use it as a metaphor for life. The brick and glass window exterior, which once looked like a marvel of the industrial era, is caving in. You can only imagine some serious artillery was placed inside... or aimed at this location from Gillette Stadium. The only thing that looks worse is the blue and white interior stained with the rust-brown of blood. Put me in coach, I’m ready to play!

**Option 1:** They shoot, they score! (Just grab things and aim for the head until the clock runs out.) A single survivor must pass a **FIREARM challenge of (9)**

- **Success:** +4, +3, +1
- **Failure:** +3, +1

**Option 2:** The offense lurches at them, but our team believes they can win—it’s all about courage and no fear. They look for that window of opportunity to move down the field. (Stick to the sidelines and try not to be left out in the open.) A single survivor must pass a **SNEAK challenge of (15)**

- **Success:** +4
- **Failure:** +3

#### 3-4. Marshalling Yard

Filled with trailers and big rigs, the marshalling yard looks like the grave site of giant transforming robots. You’ve brought bolt cutters and a can-do attitude. While you don’t want to call attention to yourself, you try to listen for scuffling inside each freight carrier before flinging the door open. Someone in the group doesn’t catch on that quick and starts banging on the sides with a hammer. Time to fight zombie truckers.

**Option 1:** Take it over the top my friend. A single survivor must pass a **MELEE challenge of (15)**

**Option 2:** Climb in a cab, get it started, and mow down these rigor mortis roadies. A single survivor must pass a **MECHANICS challenge of (12)**

- **Success:** +4
- **Failure:** +2

**DOOM TRACKER +1**

#### 5-6. Post Office

If ever a building screamed “functional government structure,” this would be it. Apart from the shell-blasted Lucas Oil Stadium looming behind it, there is nothing exceptional to make it stand out. If ever a building screamed “functional government structure,” this would be it. Apart from the 5-6. Post Office

**Option 1:** With an easy smile and a friendly wave, you’ll have them on your side in no time... or at least they’ll be close enough to start hand to hand combat. A **single survivor must pass a TALK challenge of (11)**

**Option 2:** You offer to trade your medical know-how, for a one-time shopping spree, courtesy of the United States Postal Service! A **single survivor must pass a FIRSTAID challenge of (9)**

- **Success:** +4, +3
- **Failure:** +2

**DOOM TRACKER +1**

### 4. WEST. INDIANAPOLIS BUSINESS

Your party has chosen to go West to the Indianapolis Business District.

#### D6 LOCATION FOUND
- Citizen’s Thermal Energy Plant
- Victory Field
- Indiana Farm Insurance Lawn

#### 1-2. Citizen’s Thermal Energy Plant

To the west of the convention center lies an industrial brick building. From the tangle of metal components on the roof, rises three smoke stacks. This plant may have been overlooked, but you’re thinking of all the specialized parts in there that could be used for building. Climbing through the wreckage, an undead hand grabs for a member of your party and they go down in a heap. The deader is dispatched, but now you’ve got someone with a sprained ankle.

**Option 1:** Whip up some metal crutches or a wheelchair stat! Better yet, make a mini wagon that can hold your partner and a whole lot of loot. A single survivor must pass a **MECHANICS challenge of (13)**

- **Success:** +5
- **Failure:** +3

**DOOM TRACKER +1**

**DOOM TRACKER +3**

#### 3-4. Victory Field

Wow, they sure do like their sport here in Indianapolis! You pass under the brick archway of the entrance to see that diamond…and instead encounter the remnants of a FEMA camp, covered in tents and body bags. You wander the field looking for hidden treasure when from behind you comes the sound of shattering glass. You look past the entrance and up at the JW Marriott building rising above the ballpark. The blue glass monolith must have held a horde inside, pressing their undead weight against the glass. It’s picked this moment to shatter and now hundreds of undead bodies are splattering to the ground below, picking themselves up, and headed your way.

**Special Rules** - If you have the Zangry expansion, use it for a mini combat session here. Place random selection of X FEMA camp tiles (X = number of Survivors in this scavenging party). As you place each one, roll d6 to determine number of zombies on that tile. Use search locations to gather additional loot until they are depleted or until you have killed all zombies. Then continue with your regular search as scheduled.

**Option 1:** Hey batta batta batta, suhWING batta! A single survivor must pass a **MELEE challenge of (11)**

**Option 2:** Target practice is the apocalypse’s favorite sport after all. A single survivor must pass a **FIREARM challenge of (13)**

- **Success:** +4, +3
- **Failure:** +2

**DOOM TRACKER +2**

**DOOM TRACKER +4**

#### 5-6. Indiana Farm Insurance Lawn

So far everywhere else you’ve looked has been looted. You wander west and find yourself in an open concert arena. The stage is littered with broken scaffolding and trash covers the lawn, giving you the impression that a concert was ongoing when the zombies first arrived. Beyond, the White River’s current sluggishly carries tires and corpses downstream. You are out in the open, but there doesn’t seem to be too many zeds about… they probably were attracted to the bigger sounds of the buildings nearby. If you’re quiet about it, you can probably check the whole lawn, and even the buildings nearby. If you’ve got someone with a sprained ankle.

**Option 1:** You cautiously filter through all the hemp bags and foam coolers. A **single survivor must pass a SNEAK challenge of (15)**

**Option 2:** Nah. You head to the stage to belt the final (and greatest) rendition of Freebird the world will never hear before getting the mechanical goodies backstage. Bonus charisma points for you my friend. A **single survivor must pass a TALK challenge of (16)**

- **Success:** +4
- **Failure:** +2

**DOOM TRACKER +1**

**DOOM TRACKER +2**
REPLICA CHAIN VEST

DEFENSIVE: This has +2 HP.

AP CHARGE: Move your squad up to 2 spaces. This movement does not count towards your speed limit.

REPLICA CROSSBOW

VERSATILE: Reload using 1 or 2.

BREAKABLE: If you roll a 1, discard this weapon and draw 2 from the item deck. You may also choose to break this weapon at anytime.

REPLICA HAND CANNON

VERSATILE: Reload using 1 or 2.

POINT BLANK: Your basic attack deals +1 if your target is within range 1.

Prerequisite: 3

AUTHENTIC BROAD SWORD

AP STRAFE: Deal 1 damage, range 1. Then, you may move your squad 1 space back, left, or right. This movement does not count towards your squad’s speed limit.

CLEAVE: After making a basic attack, deal 1 to a different target that is adjacent to the initial target and within LOS.

Prerequisite: 3

FORGED FOAM SHIELD

DEFENSIVE: This has +2 HP.

AP RUSH: Deal 1 damage, range 1. If your target is no longer occupying that space, move your squad into that space. This movement does not count towards your squad’s speed limit.

FORGED FOAM SPEAR

LUNGE: Basic attacks with this weapon have +1 Range.

Prerequisite: 3

FAKE: On a 1, the weapon has broken. Discard it.

FORGED FOAM CUTLASS

CLEAVE: After making a basic attack, deal 1 to a different target that is adjacent to the initial target and within LOS.

FAKE: On a 1, the weapon has broken. Discard it.

REPLICA HALBERD

AP SMASH: Deal 2 damage, range 1, then discard this weapon and draw 1 from the item deck. You may also choose to break this weapon at anytime.

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FRONT#5
**MERGE INSTRUCTIONS**

1. Merge File: `~ZB01_C aRd-aRMORy.CSV`
2. Generate Merged File
3. SAVE and CLOSE Template
4. Add new page #1, apply `B-CaRd-BaCK`
5. Generate T.O.C. on `B-CaRd-BaCK`
   Layout->Table of Contents->Ok
6. Save file with `_MERGEd .INdd`
7. Execute Script `Z2_ST ylE_CH aNGER.JSX`
   "Ok"
8. SAVE FILE
9. Execute Script `Z2_PlaCE ICONS.JSX` |
   Choose this file
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   "ok"
10. SAVE FILE
11. Export to `PDF-EXPORT`
12. Save and close this file.

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**FORGED FOAM HAMMER**

**AP 5**

**MAKESHIFT MJOLNIR**: Knockdown X zombies within range 1. X — This survivor.

**FAKE**: On a 1 the weapon has broken. Discard it.

**REPLICA WHIP**

**KNOCKDOWN**: Knockdown an adjacent target after making a basic attack with this weapon. Zombies who are knocked down stand up instead of moving.

**EDIBLE**: Discard to feed 1 🍎

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**STRATEGIST**: Once per turn your squad may move 1 free space. This does not count towards your squad’s speed limit.

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**AP 4**

**IMPROVISED TASER**: Discard 1 📣. Choose up to two zombies, range 1. Deal one 🎃 and knockdown those zombies.

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**AP 4**

**DEFENDER**: +2 🧟. Cannot exceed the defense your squad started combat with.

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**QUICK THINKING**: Move your squad a number of spaces equal to or less than the highest 🧟 in your squad. This movement does not count towards your speed limit.